

City Plaza Workshop  
Facilitated by Jon Williams

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### Digital Media

The central plaza and enclosed street become a projection screen for interactive video art installations, such as the virtual ocean reef depicted here. Cars and pedestrians leave a ripples and wakes in the "water" surface as their motion is captured and translated by the system's software.

The necessary projectors are housed in six obelisk-like towers spaced throughout the plaza such that their borders touch leaving no seams and creating the illusion of one giant screen. This can be accomplished optically (via a single projector and mirrors) or simply w/ multiple projectors in each tower.

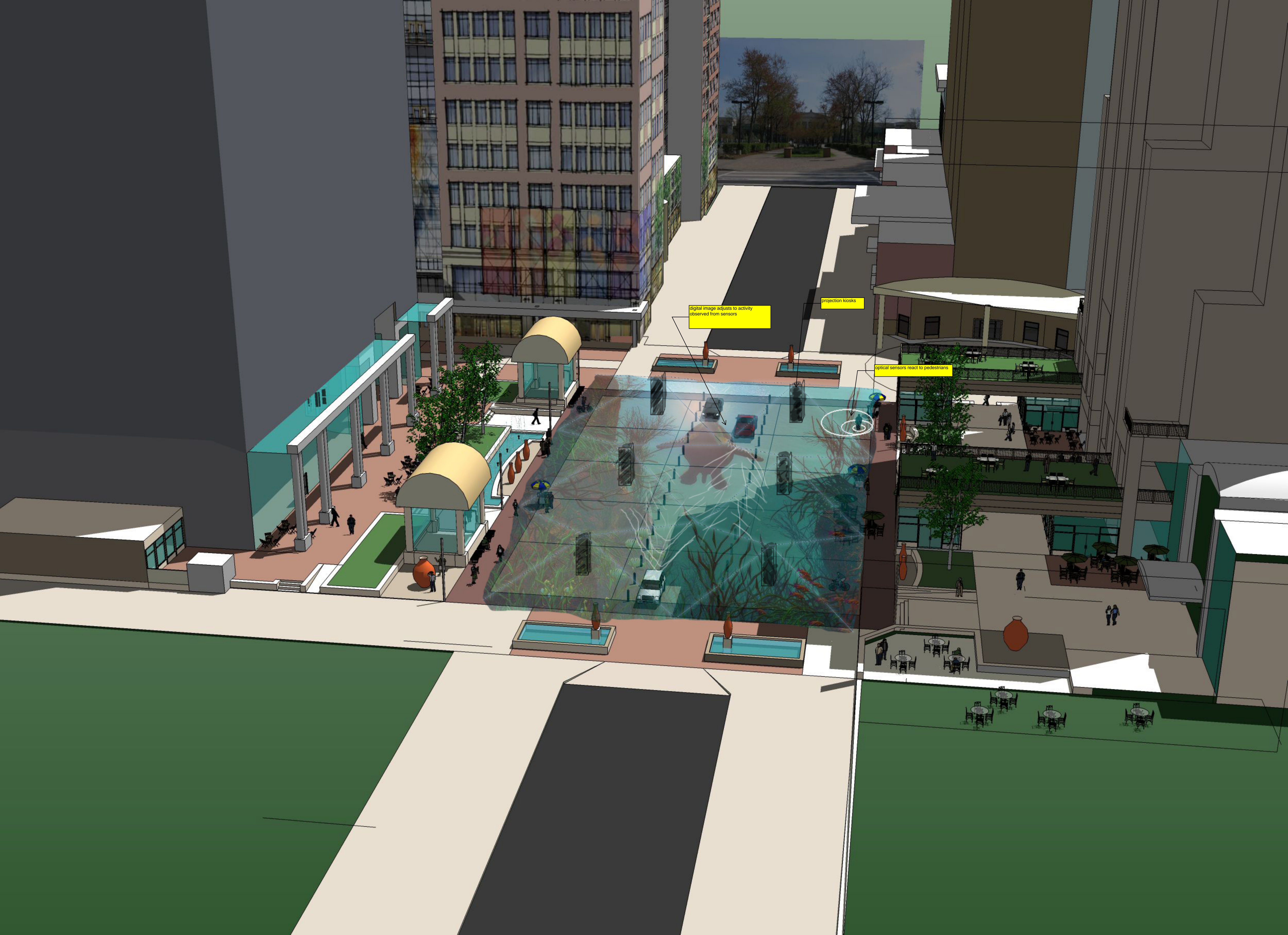
(See attachment: projectionLayout.jpg for an overhead view of one tower projecting four images creating a large square. Multiple towers allow the system to scale to totally cover the desired area)

The towers are hollow and house interactive kiosks (a computer, touch screen, microphone, speakers, camera etc) and hookups for water, power, internet & gas enabling a wide range of future projects incorporating sound, light, digital assets from the internet ~ even holograms.

Though the specifics vary from installation to installation, the goal is to cultivate a space for participatory, dynamic, innovative projects that incorporate a wide range of media types and transcend the ordinary & obvious.

Jon Williams





digital image adjusts to activity  
observed from sensors

projection kiosks

optical sensors react to pedestrians



